

Figure 1

The diagram illustrates a 1D array of tiles in memory. A horizontal rectangle is divided into three equal-width sections. The middle section is labeled "tile 210". Above the rectangle, a double-headed arrow spans the width of one section, labeled "tile width". To the right of the rectangle, a double-headed arrow spans the height, labeled "tile height". Below the rectangle, a double-headed arrow spans the entire width of the three sections, labeled "image width = line offset". The text "Memory 201" is written in the top right corner of the diagram area.



Figure 2

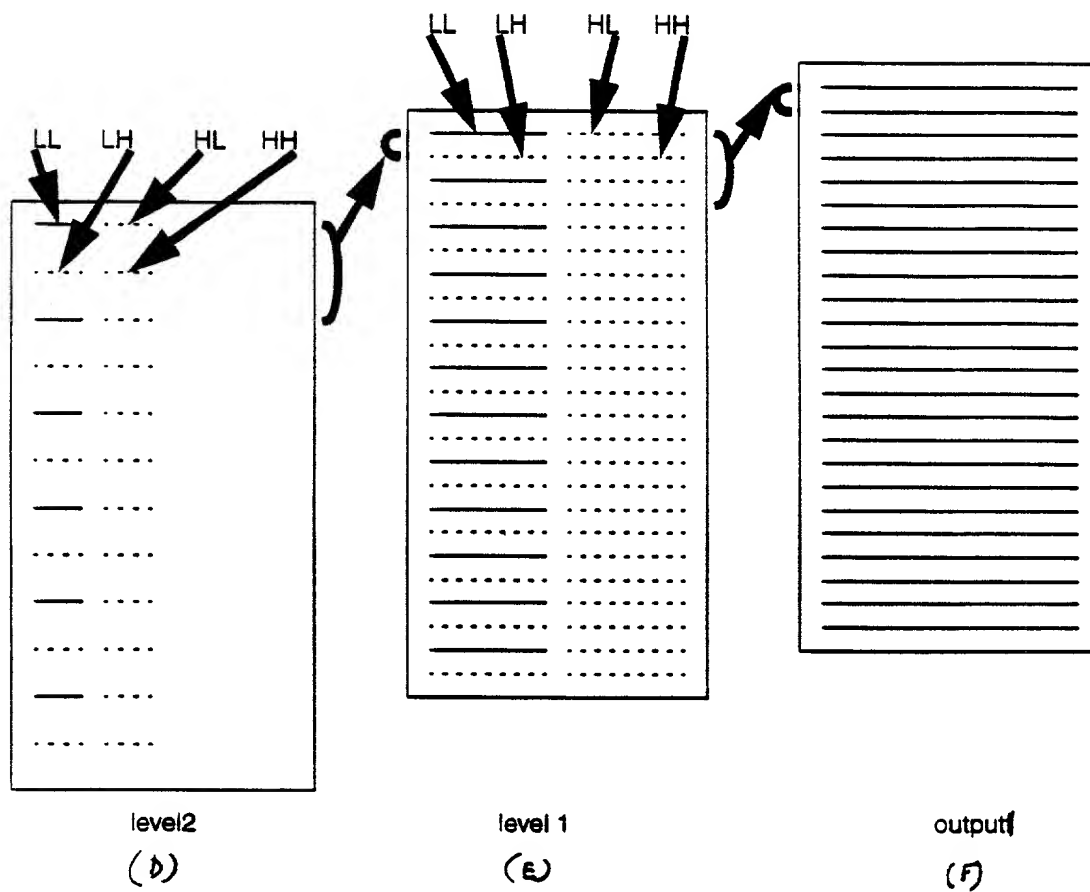


Figure 3'

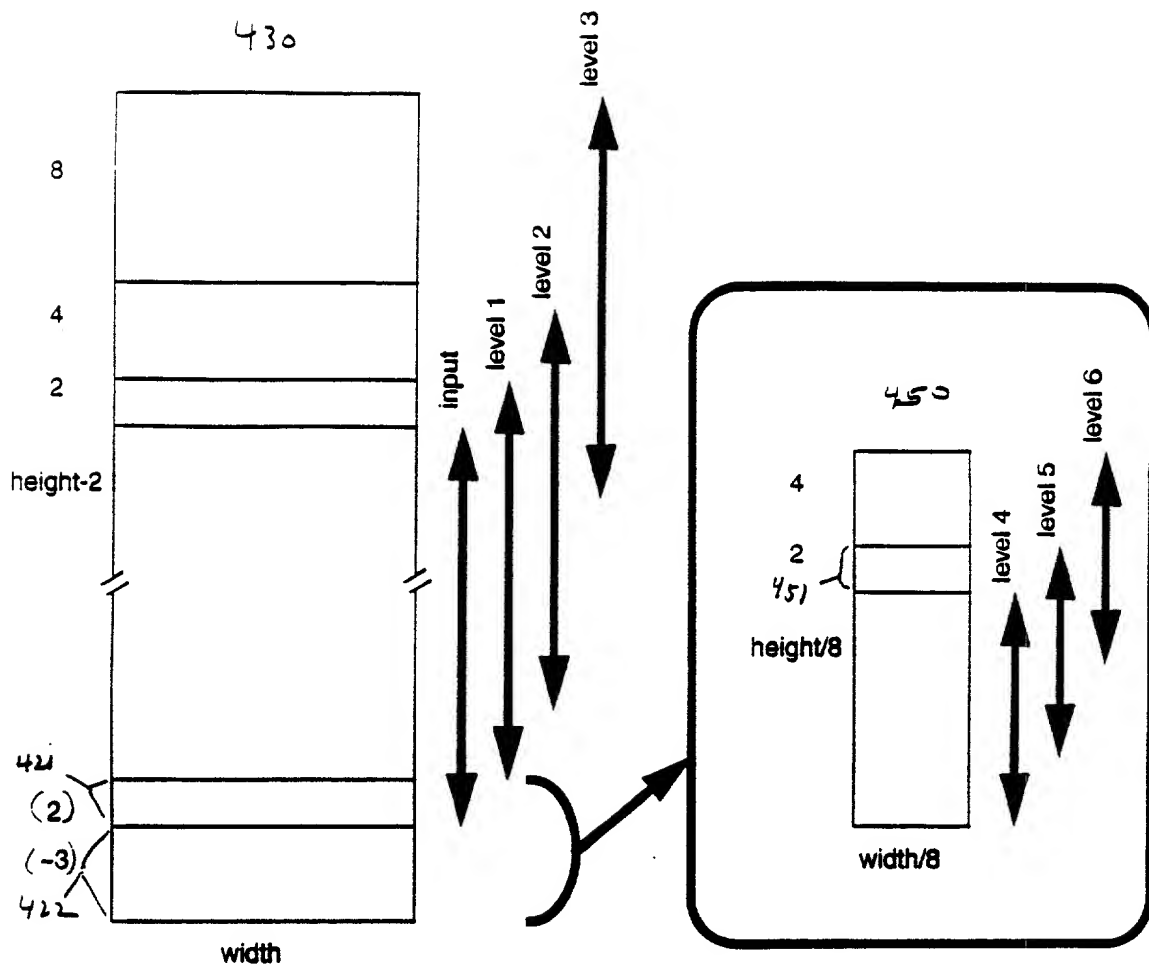


Figure 4 A

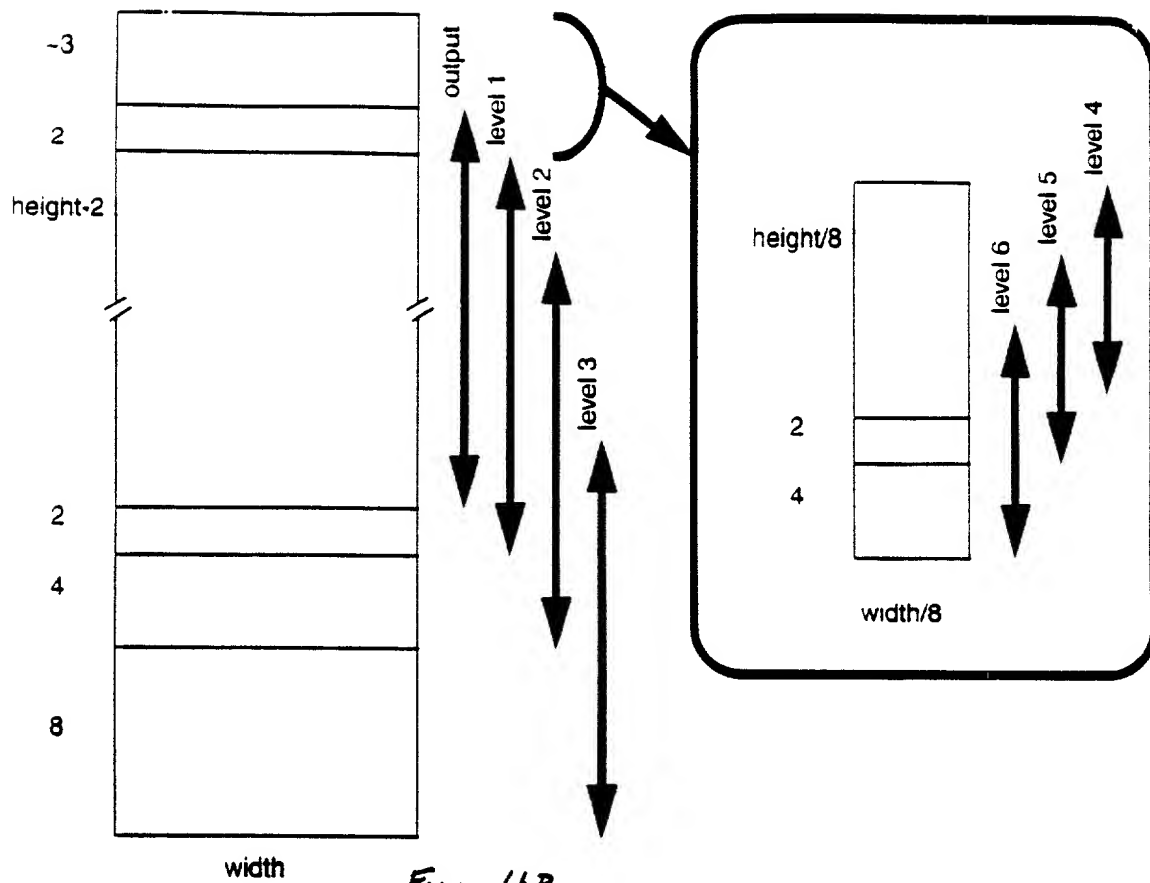


Figure 4B

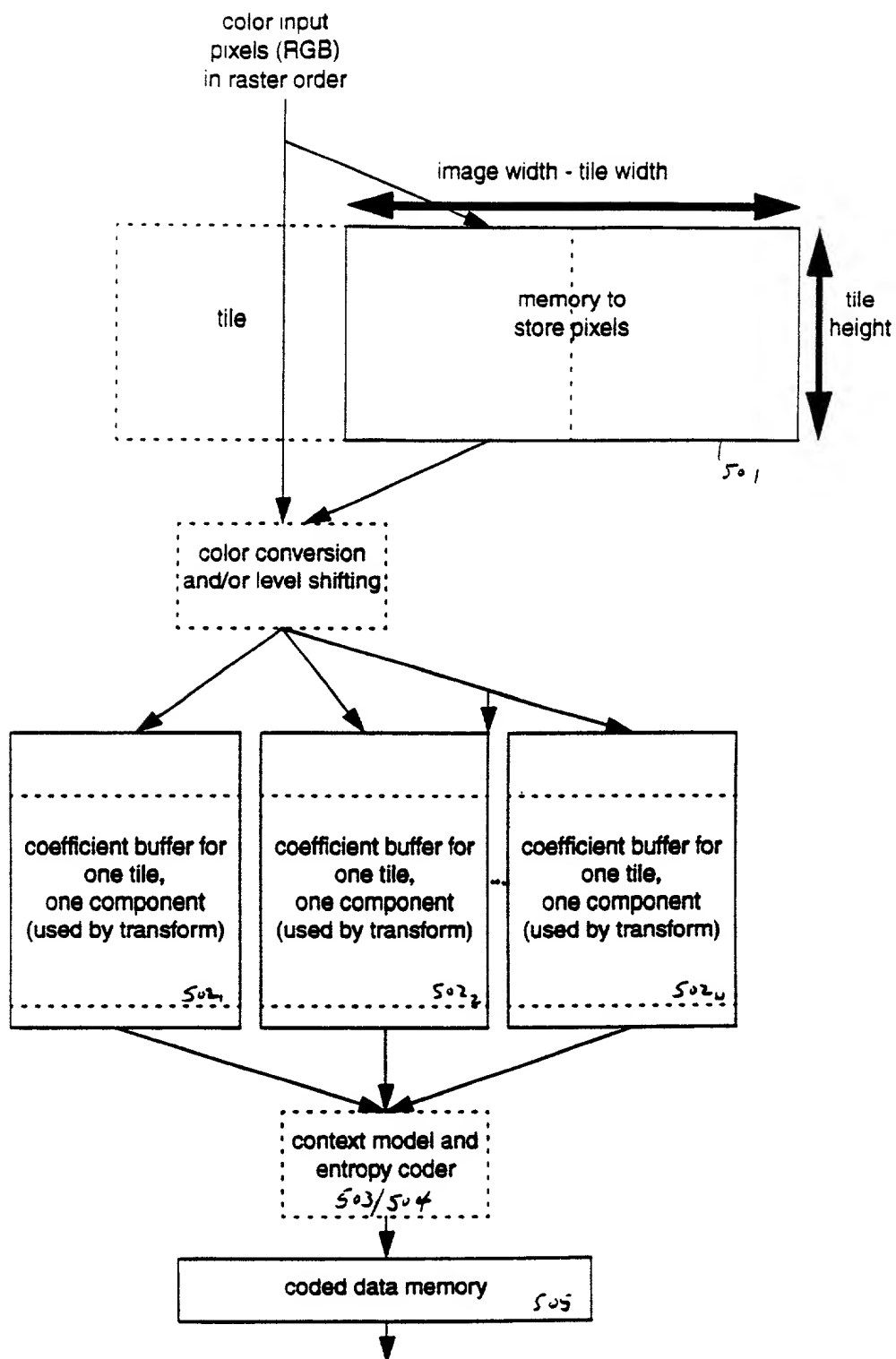


Figure 5

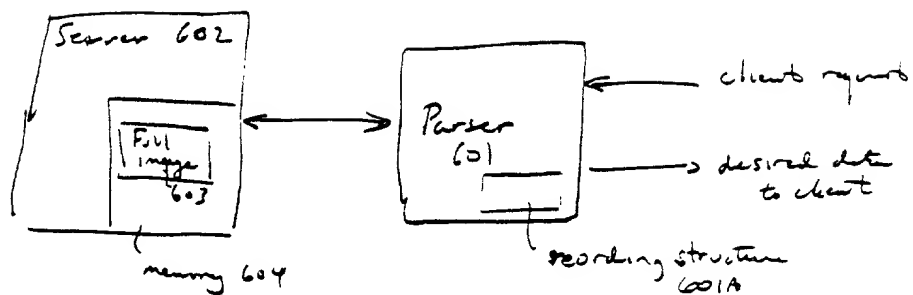


Figure 6A

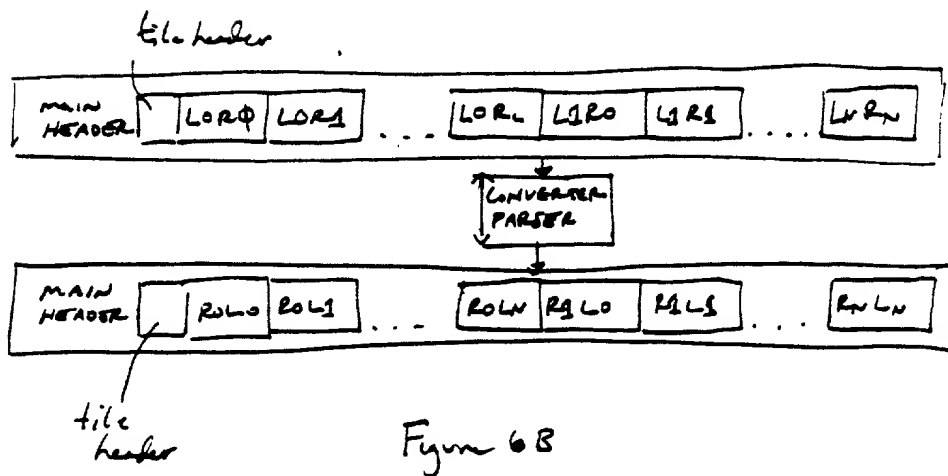


Figure 6B

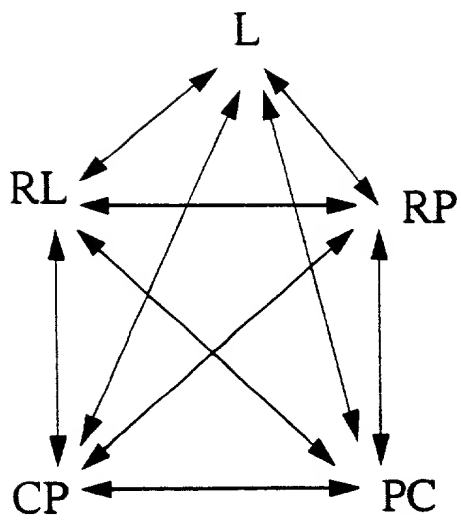
[illegible]

Figure 7A

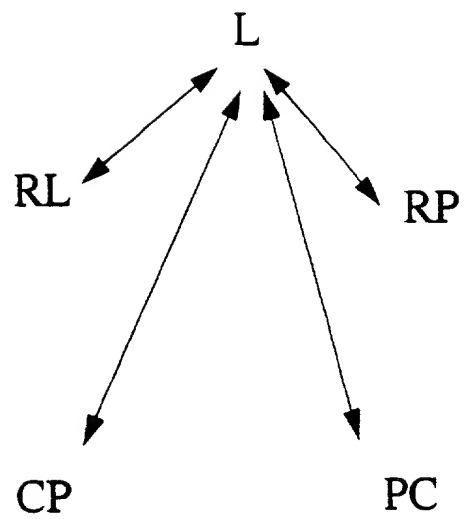


Figure 7B

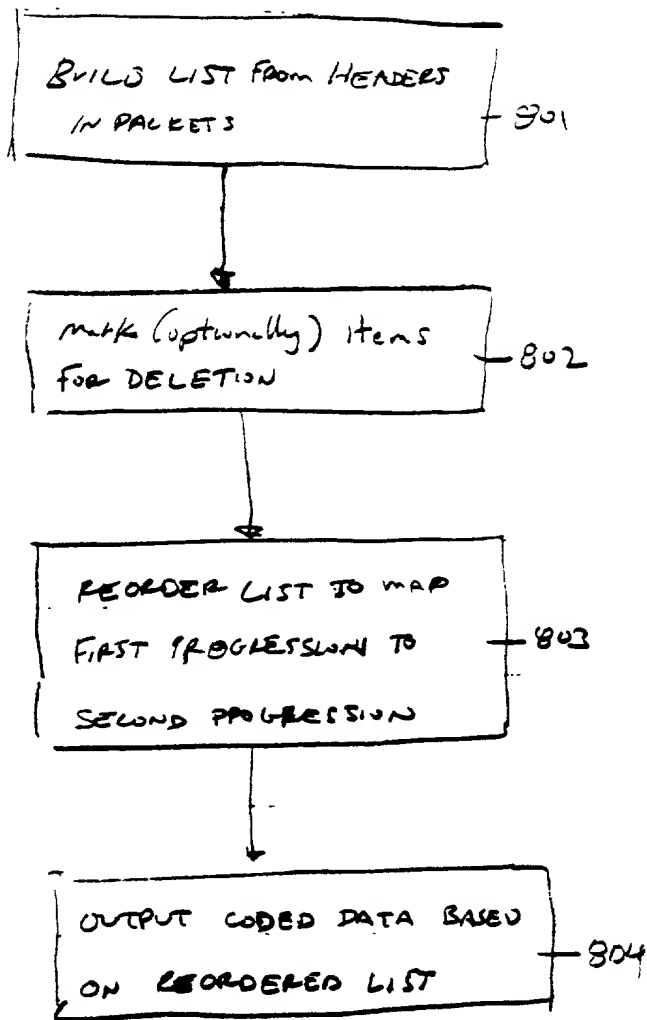
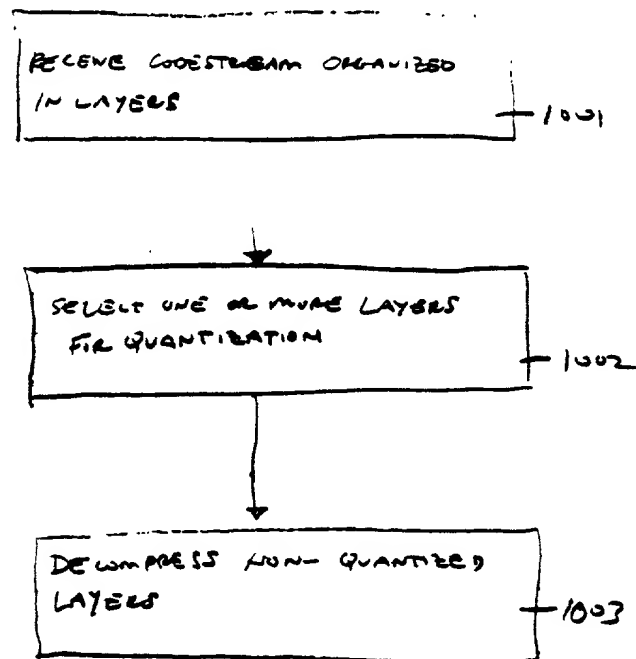
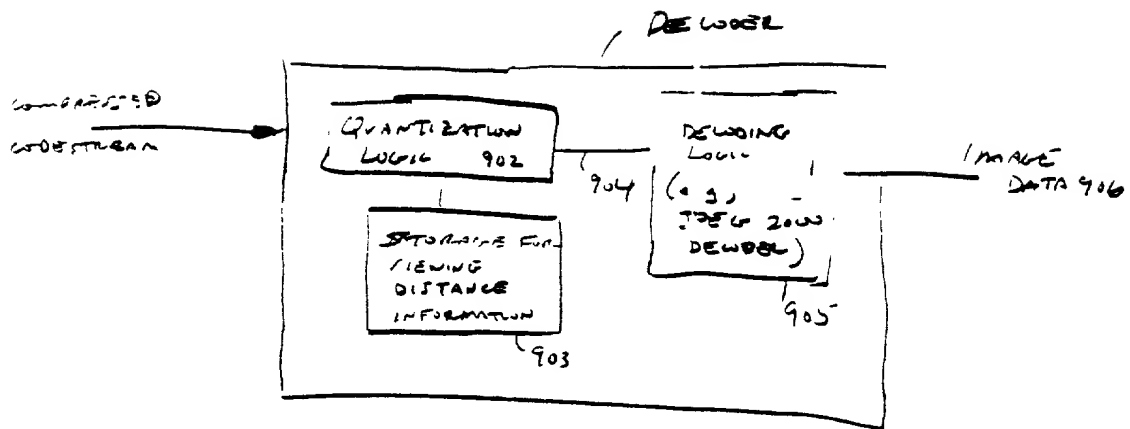


Figure 8



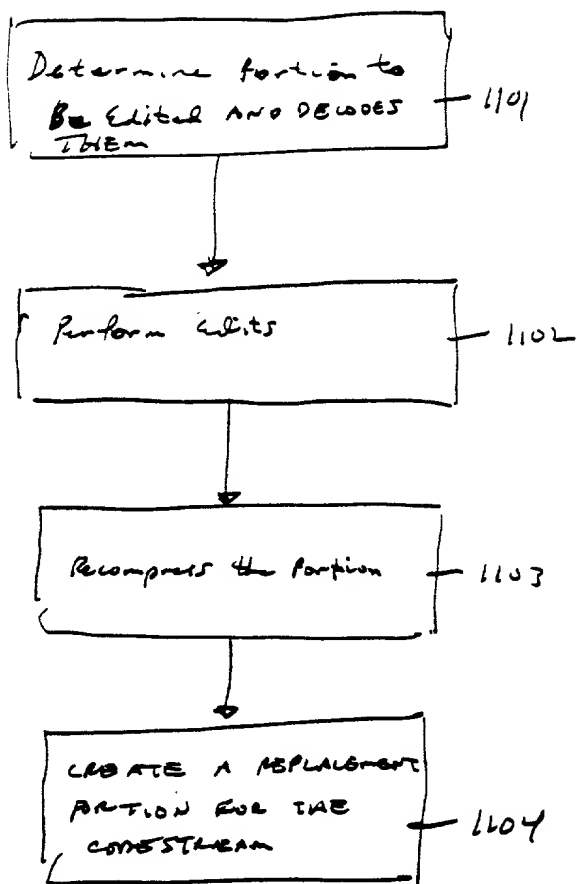


Figure 11

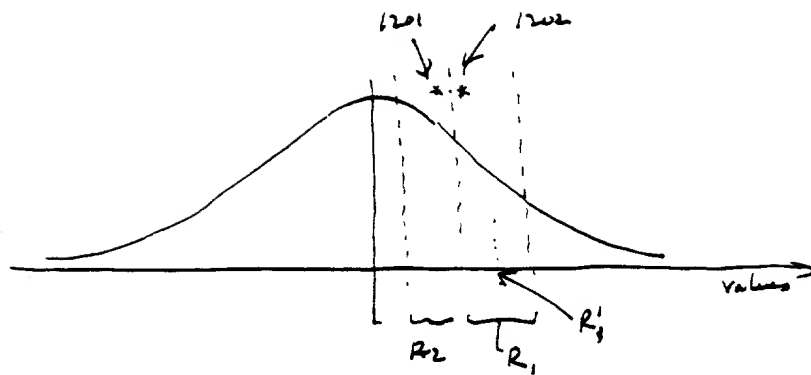


Figure 12

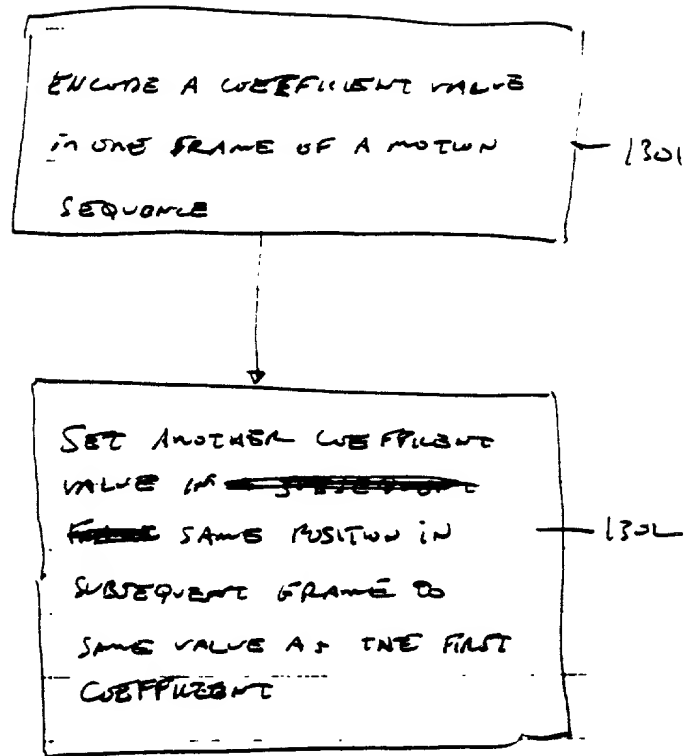


Figure 13

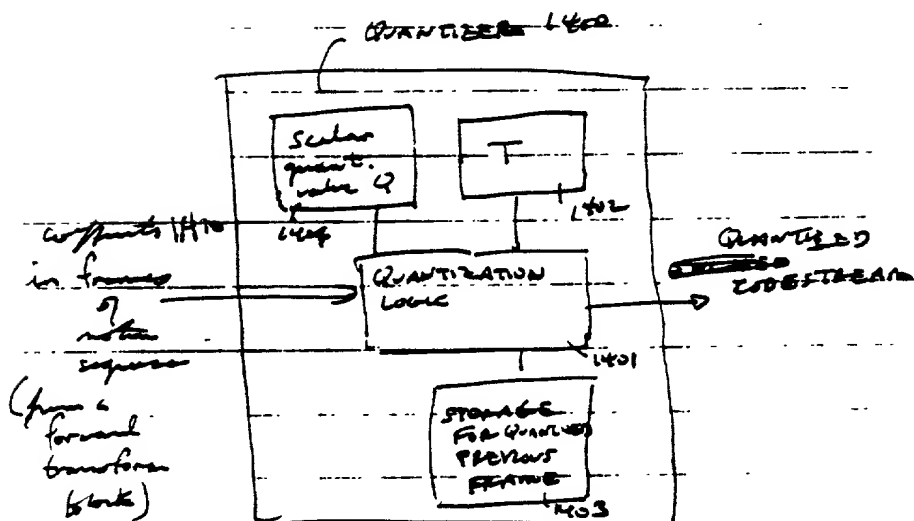


Figure 14

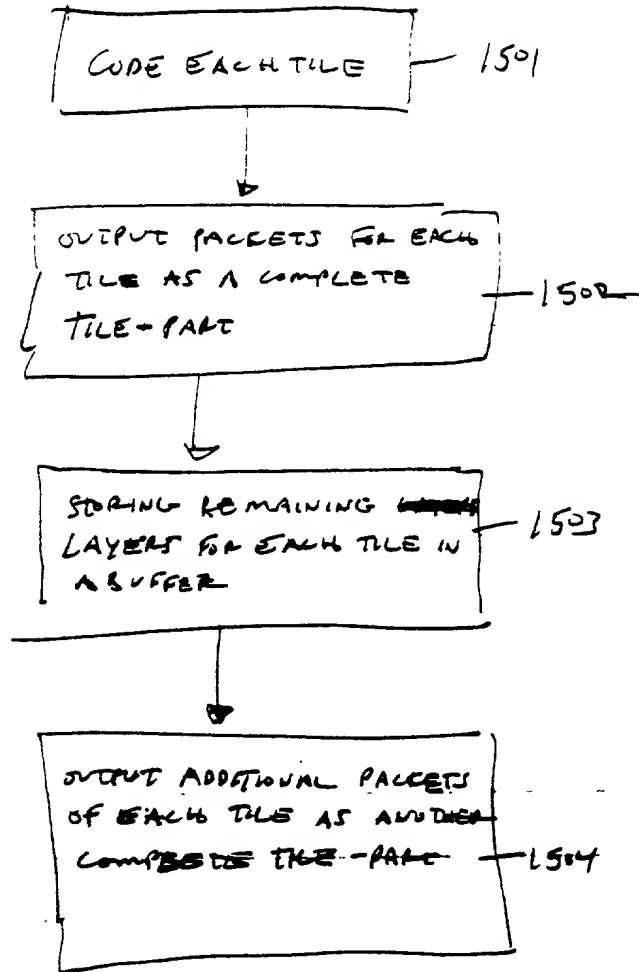


Figure 15 A

Variable	Mean	SD	Min	Max
Age	38.5	10.2	22	65
Gender	0.5	0.5	0	1
Marital status	0.7	0.5	0	1
Education	12.5	1.5	9	16
Income	15.2	8.5	5	35
Occupation	1.2	0.8	0	2
Health status	0.8	0.4	0	1
Stress level	2.5	1.2	1	4
Life satisfaction	3.2	1.5	1	5
Resilience	2.8	1.0	1	4
Optimism	3.5	1.2	1	5
Gratitude	3.8	1.0	1	5
Self-esteem	3.0	1.1	1	5
Emotional stability	3.3	1.0	1	5
Life purpose	3.6	1.2	1	5
Meaning in life	3.4	1.1	1	5
Existential well-being	3.1	1.0	1	5
Overall well-being	3.0	1.0	1	5

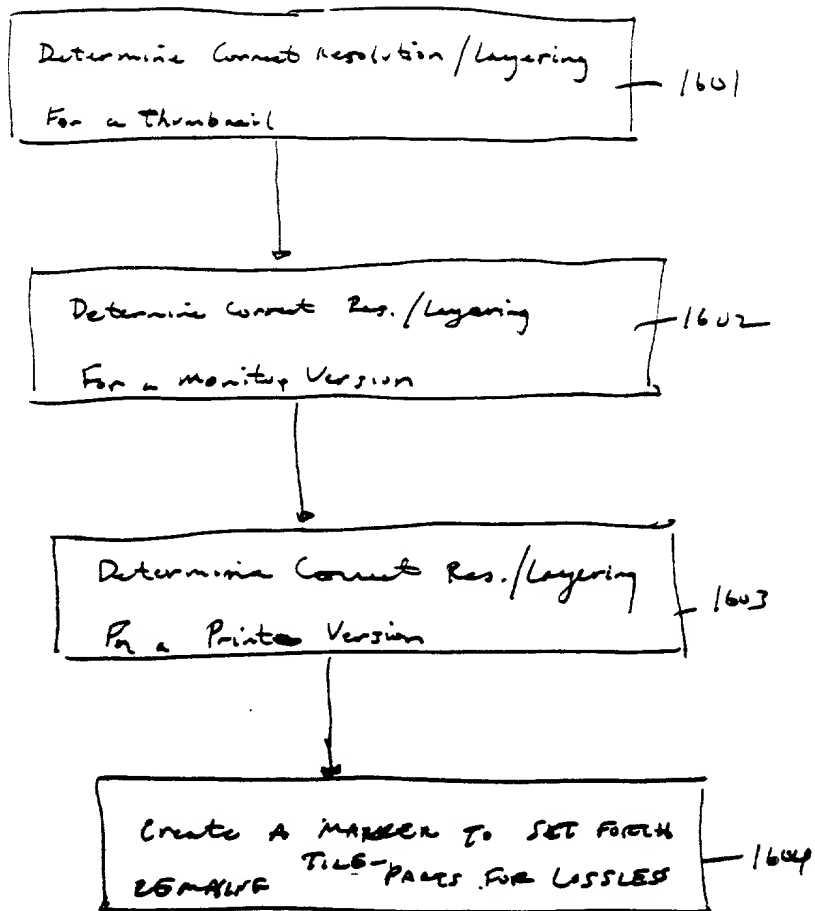


Figure 16



Figure 17

TOP SECRET 02500000

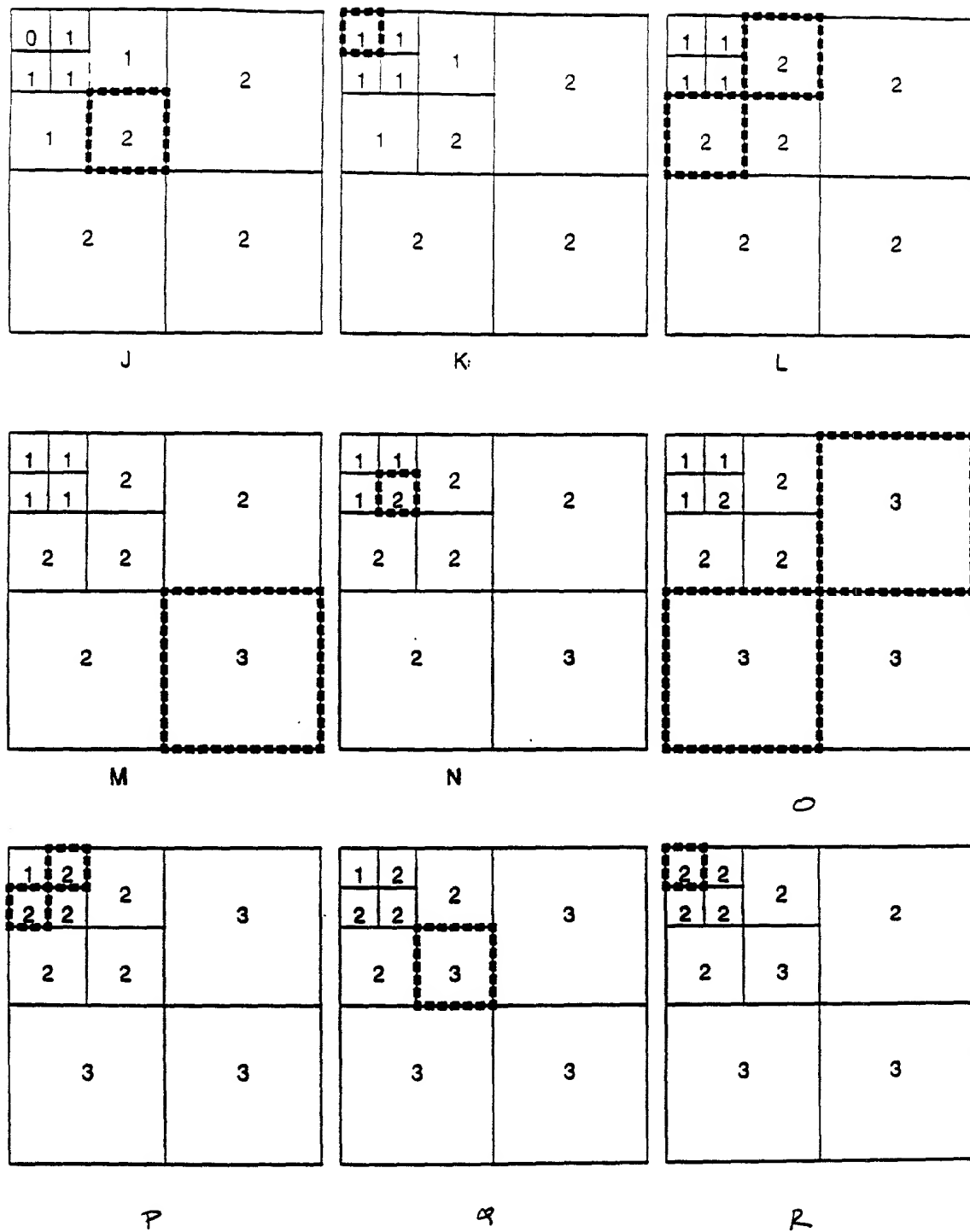


Figure 18

The figure consists of three separate diagrams, each representing a different channel: luminance, chrominance, and chrominance. Each diagram shows a 4x4 grid of cells, with some cells containing numerical values and others containing the word 'all'. The grids are partitioned into blocks of different sizes, indicated by solid and dashed lines.

- luminance:** The top-left 2x2 block contains the value 0. The top-right 2x2 block contains the value 0. The bottom-left 2x2 block contains the value 1. The bottom-right 2x2 block contains the value 2. The entire 4x4 grid is labeled '2' in the center.
- chrominance:** The top-left 2x2 block contains the value 0. The top-right 2x2 block contains the value 2. The bottom-left 2x2 block contains the value 2. The bottom-right 2x2 block contains the value 3. The entire 4x4 grid is labeled '4' in the center.
- chrominance:** The top-left 2x2 block contains the value 0. The top-right 2x2 block contains the value 2. The bottom-left 2x2 block contains the value 2. The bottom-right 2x2 block contains the value 3. The entire 4x4 grid is labeled '4' in the center.

Figure 19

2000

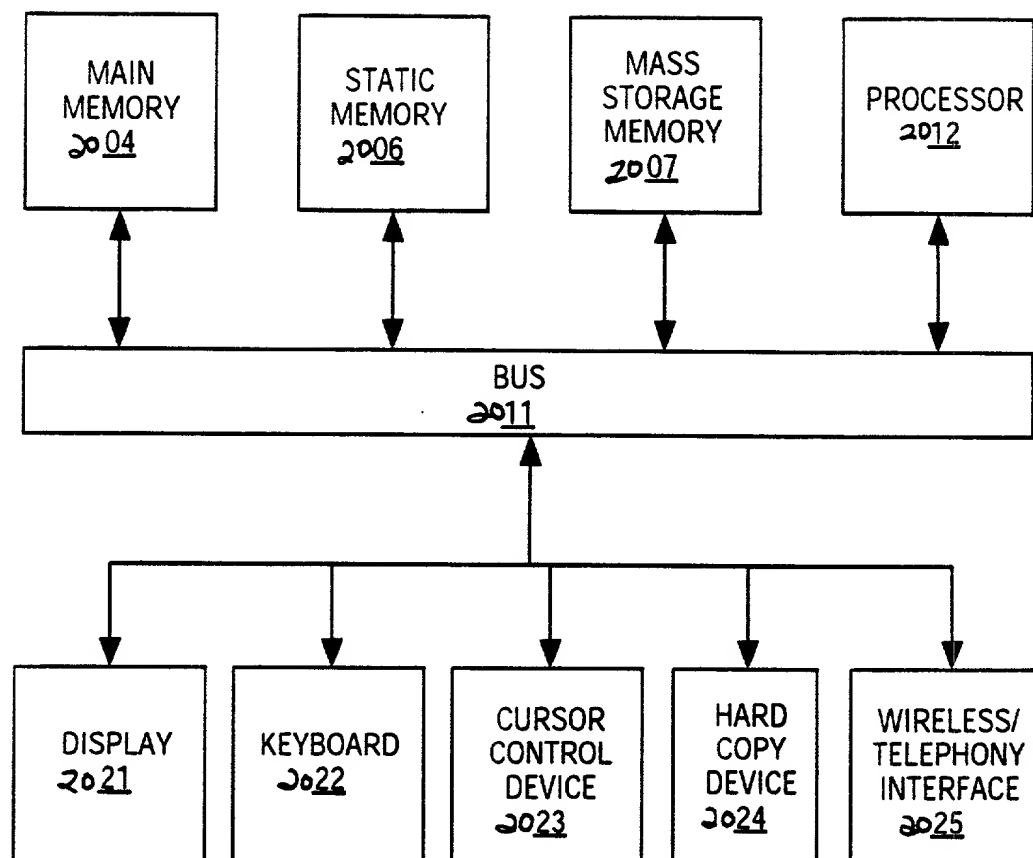


FIG. 20

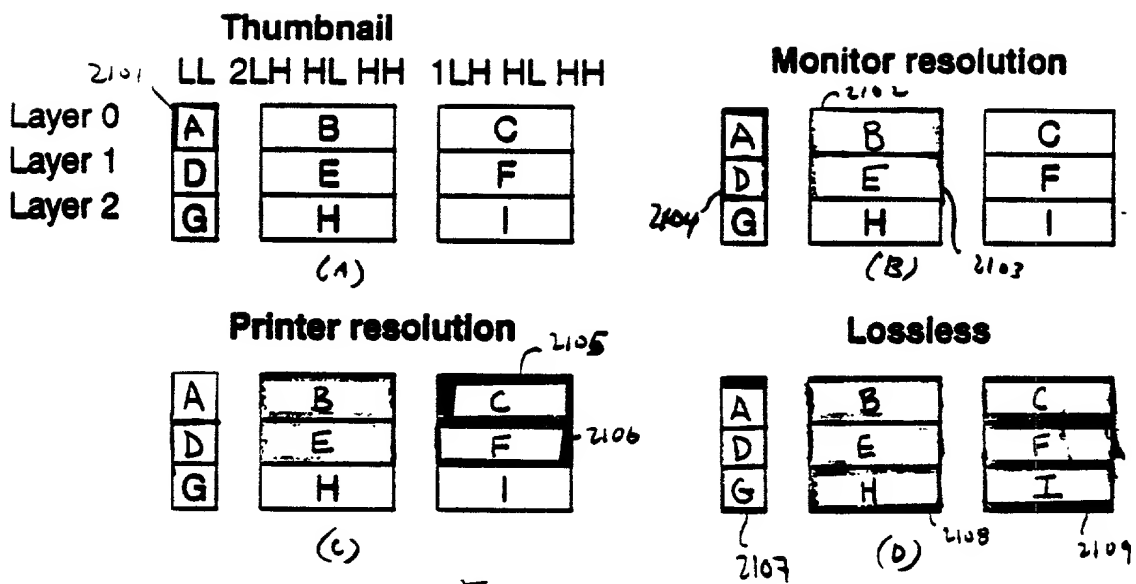


Figure 21

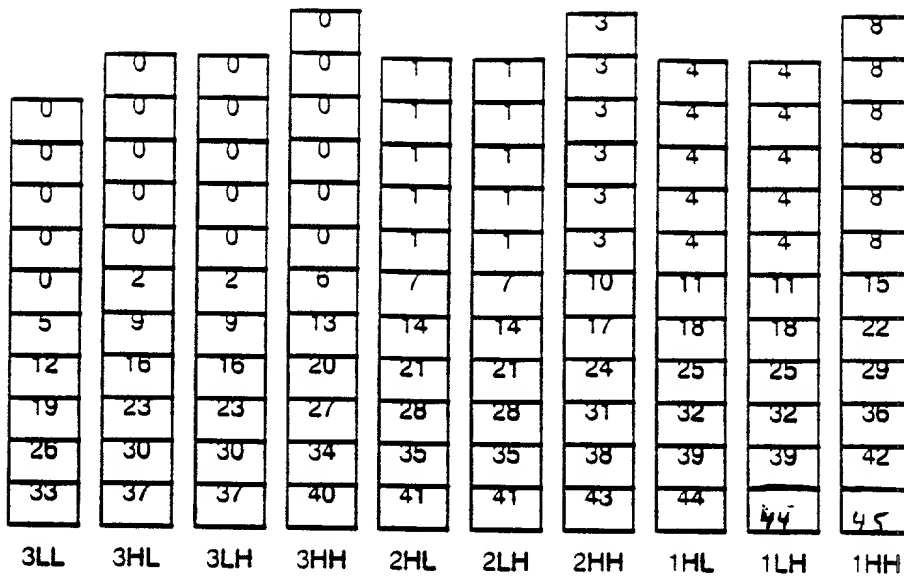


Figure 22

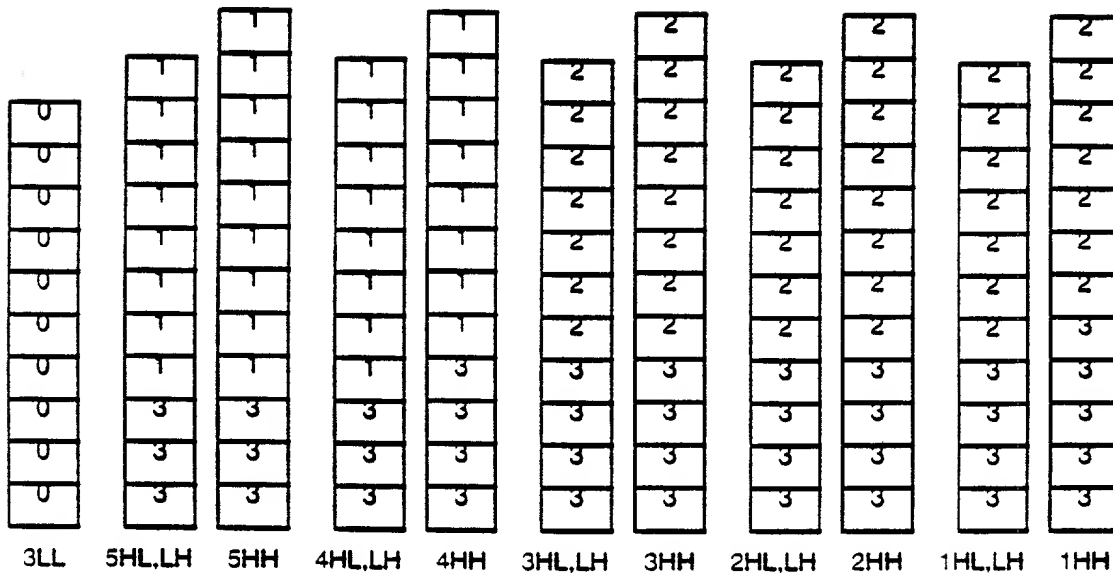


Figure 23

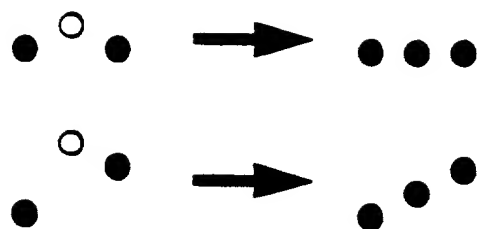
[illegible]

Fig 24

TYPICAL DECODE OF COLOR IMAGES

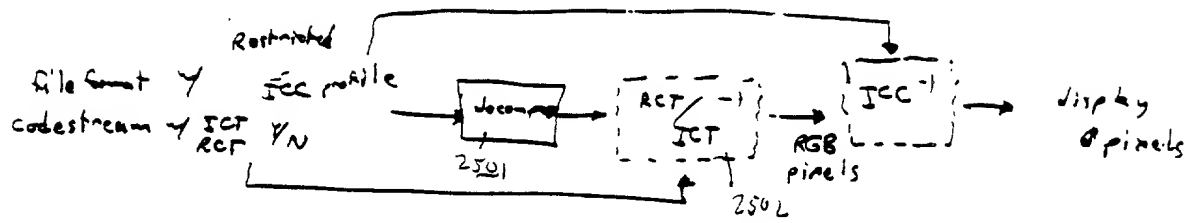


Figure 25

DUMB CAMERA ENCODER

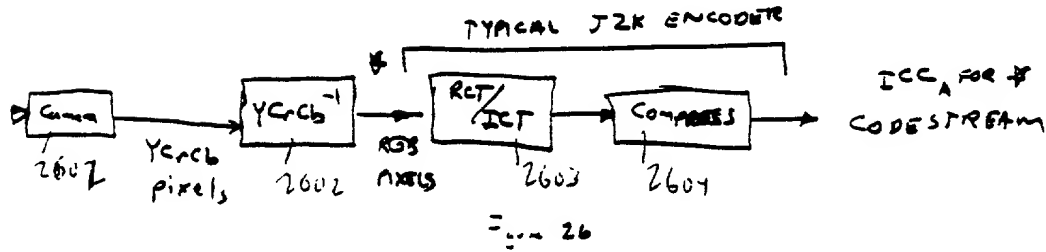


Figure 26

SIMPLE CAMERA ENCODER

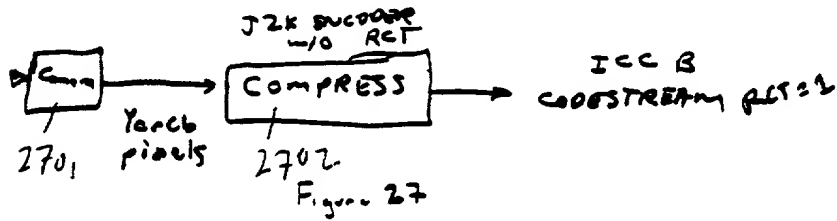


Figure 27

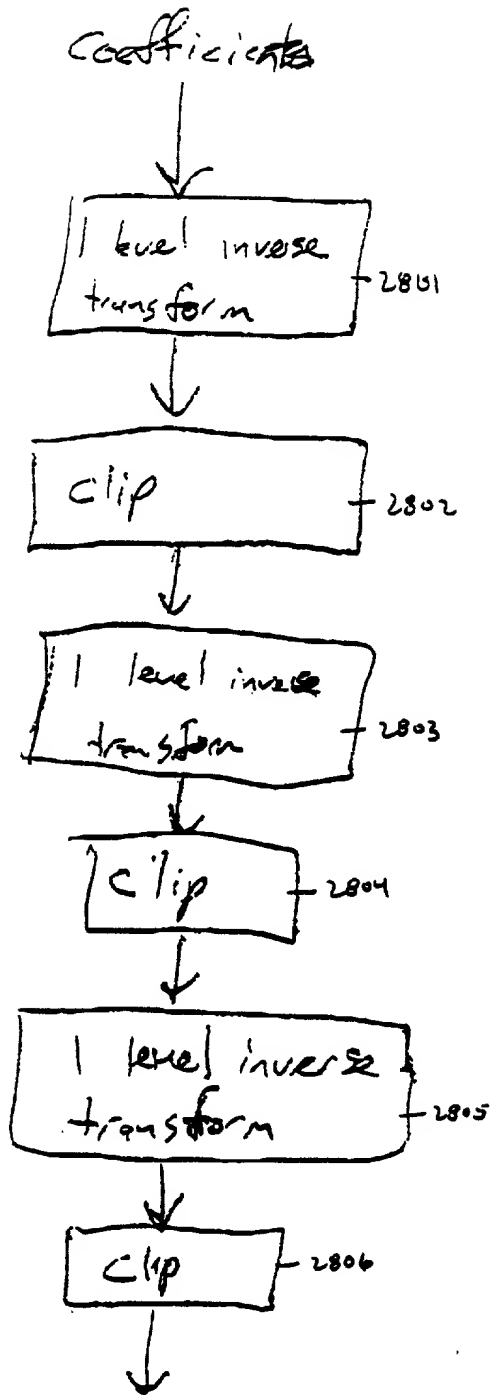


Figure 28